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2 JUNE 1998

SATELLITE NETWORKS: ARCHITECTURES, APPLICATIONS, AND TECHNOLOGIES

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SIMULATION OF A NASA LEO SATELLITE HYBRID NETWORK

by

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OBJECTIVE

Investigate the performance of TCP/IP in a hybrid network consisting of a global terrestrial network and a LEO satellite by simulation.

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Satellite LEO - circular orbit at 650 km altitude

52 degrees inclination

FTP server

Transmission and reception at 9600 bps

Houston, United States

Central node of a star topology

FTP client

Terrestrial transmission and reception at DS0 (64 kbps)

Radio transmission and reception at 9600 bps

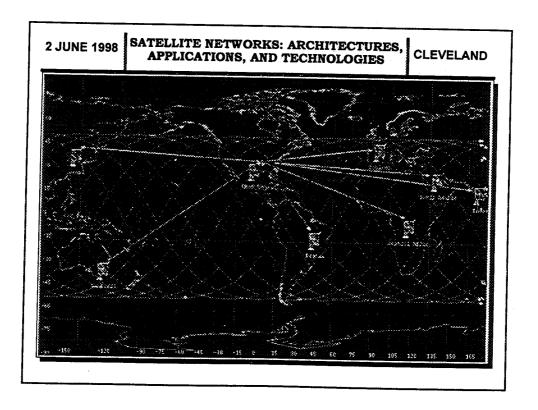
Seoul, South Korea; Canberra, Australia; Toulouse, France;

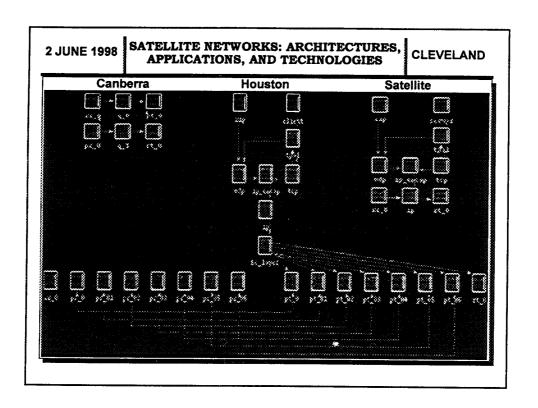
India; Saudi Arabia; Central Africa; Brazil

Above terrestrial nodes connected to Houston

Terrestrial transmission and reception at DS0 (64 kbps)

Radio transmission and reception at 9600 bps





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TCP simulation includes

- · Connection establishment and closing using three-way handshaking
- Flow control
- End-to-end reliability
- Reordering of the data at the receiver
- · Slow-start congestion avoidance and control

FTP simulations

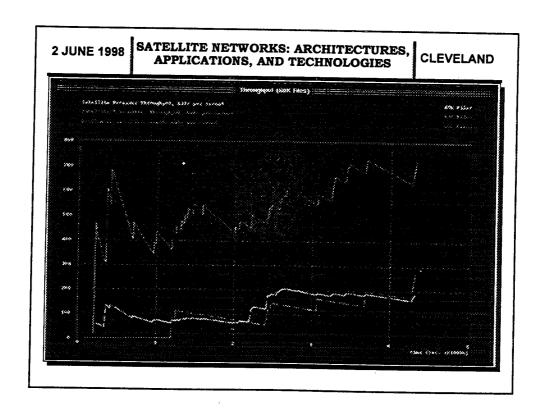
- · Average size of the file modeled using a normal distribution
- Generation rate for sessions modeled using a Poisson process

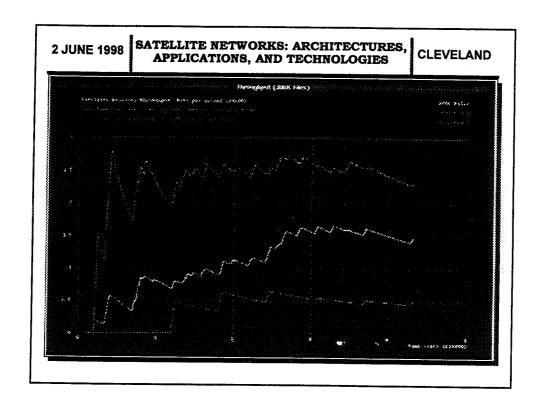
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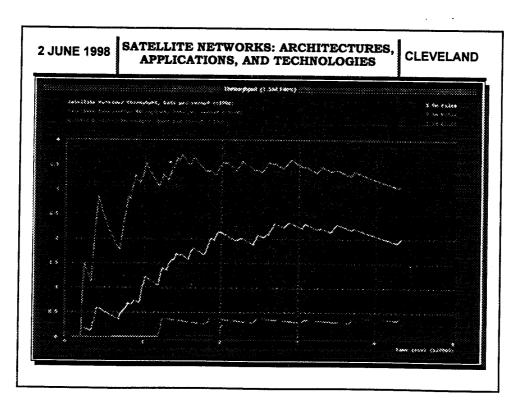
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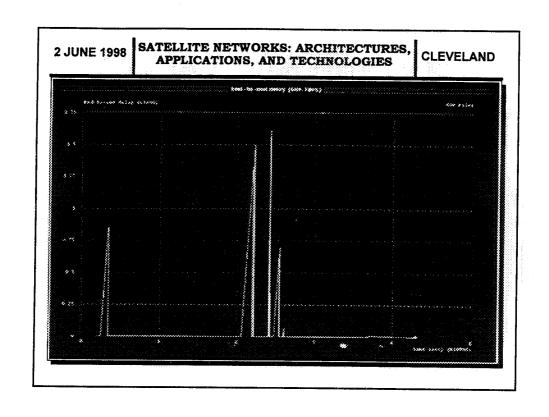
Simulation results for 60 KB, 300 KB, and 1500 KB files

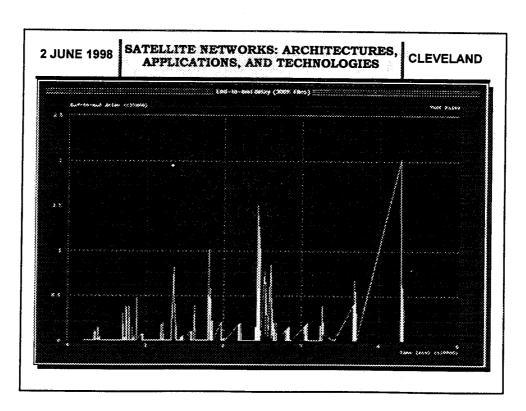
- Throughput
- End-to-end delay
- Satellite transmitter queue size (7500 KB files)
- Canberra receiver queue size (7500 KB files)
- Client congestion windows
- Server congestion windows
- Client-server congestion windows

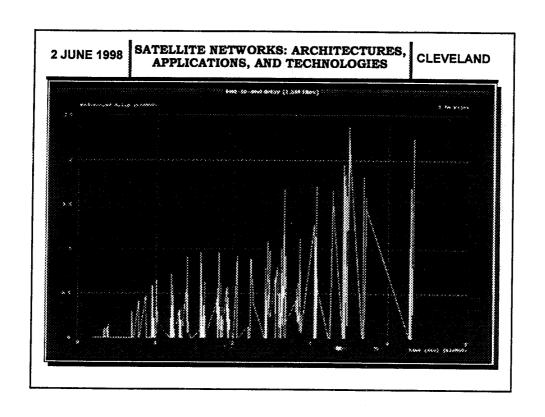


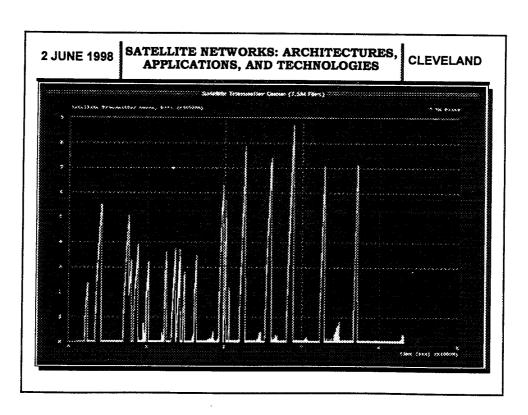


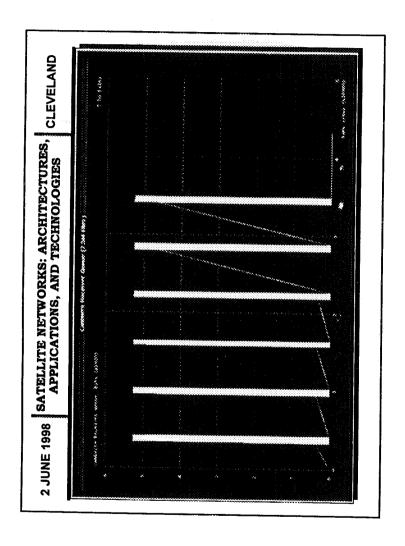


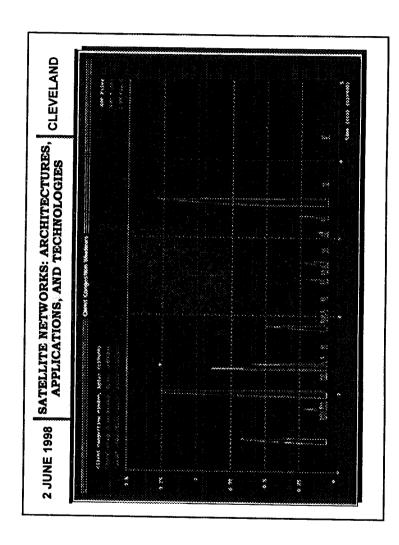


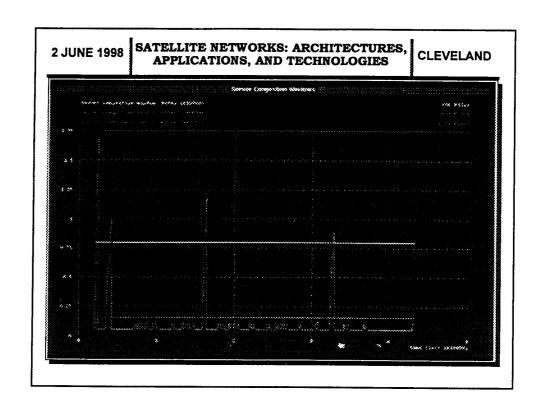


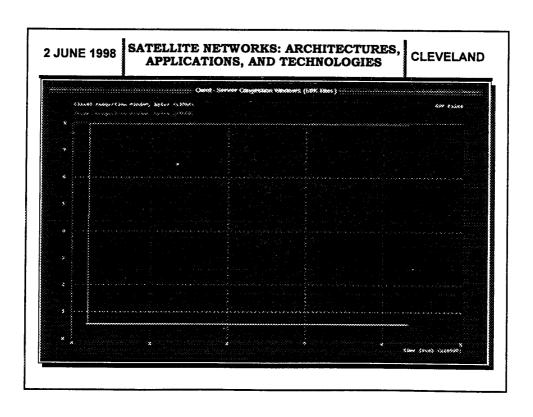


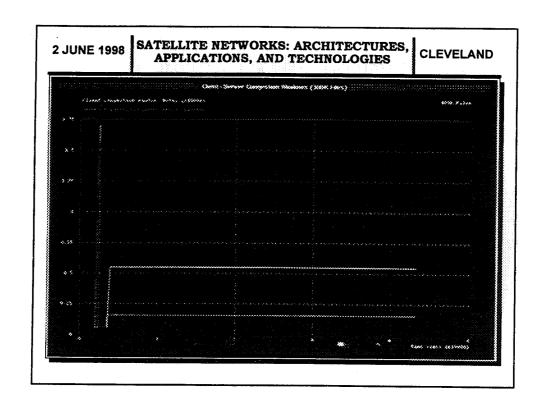


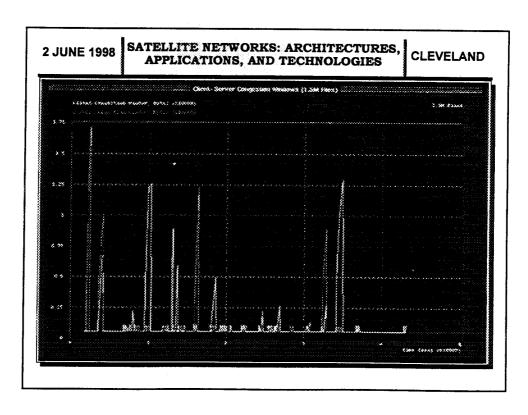












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CONCLUSIONS

- The satellite transmitter average throughput saturates for large files. (~ 3500 bps)
- Houston receiver average throughput inconclusive. (radio reception only)
- Frequent, large End-to-end delays for large files. (small % increase for file size increase)
- · Infrequent, small End-to-end delays for small files. (large % increase for file size increase)
- Queueing delays at the terrestrial nodes are not significant.
- TCP slow-start algorithm degrades the performance for large files.